

**IN THE SPECIFICATION**

Please amend paragraph [0057] on page 16 as follows:

**[0057]** The block matching is performed with a search block as input pixels (4 lines x 16 pixels, a hatched area 41 shown in Fig. 4) and a searched block as memory pixels (11 lines x 31 pixels, an area 40 shown in Fig. ~~404~~404) of the field memory. Thus, 4 upper lines, 3 lower lines, 8 left pixels, and 7 right pixels are searched from the search block. In Fig. 4, the hatched area 41 of 4 lines x 16 pixels is the position of vector (0, 0) (the position of data delayed for one field).

Please amend paragraph [0058] on page 17 as follows:

**[0058]** Next, the vector detecting procedure will be described in brief.

(1) The center of weight of input pixels and the center of weight of memory pixels are matched by a one-to-three or three-to-one vertical filter to improve the accuracy of the block matching.

(2) The difference values of the input pixels and memory pixels of each block in the searched range (the area 40 shown in Fig. ~~404~~404) and the sum of the difference values is obtained.

(3) The sums of the difference values of 128 blocks (8 vertical blocks x 16 horizontal blocks) are obtained and the average value of the sums is obtained.

(4) The obtained average value and a threshold value that is stored in a register are compared. When the average value is equal to or smaller than the threshold value, the detection of the vector is determined to be valid.

(5) When the detection of the vector has been determined to be valid, the position of a block whose value is the minimum in the search range is designated to be a matched block position. However, the vector is not applied for each block, but each line of each block (the next unit block deviates from a search picture in the memory by one line).

(6) The difference between the memory data at the block position whose value is the minimum and the input data is obtained as noise.

(7) When the detection of the vector has been determined to be invalid, the value of vector (0, 0) is used.